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## Lab 2: Comparing Objects, Searching and Sorting

### Background

In this assignment, you'll explore ways to sort objects:

- The **Comparable** interface provides a default way to compare two objects of the same type, by implementing the `compareTo` method.
- The **Comparator** interface allows you to define multiple ways to compare objects, by implementing the `compare` method.

**Note:** The **`compareTo`** method should only be used to sort instances of the same class, while the `compare` method can be used to compare instances of different classes.

### Instructions

1. Working individually, complete the three exercises below using the Lab2-StartingCode provided by your instructor.
2. See the *Marking Criteria* section below for details on how you will be assessed.
3. Submit your completed **zipped** exported Eclipse project to Brightspace by the posted due date.

### Exercise 1

1. Implement a class **Student** with the fields **name** and **age**.
2. Implement the `Comparable` and `Comparator` interfaces to compare students based on their name and age.
  - The `compareTo` method, defined by the `Comparable` interface, compares students based on their name.
  - The `compare` method, defined by the `Comparator` interface, compares students based on their age. **If the ages are equal**, it then compares based on their name.
  - **Note:** The `Student` class implements the `Comparable` interface, while the `Comparator` interface will be implemented as an external class to allow for the two different ways to compare students.
3. To test the implementation, use the list of `Student` objects provided in the `exercise1` package and sort it using the `Collections.sort` method.
4. To ensure the correct functionality, display the list of `Student` objects with both its name and age before and after it has been sorted.

## Exercise 2

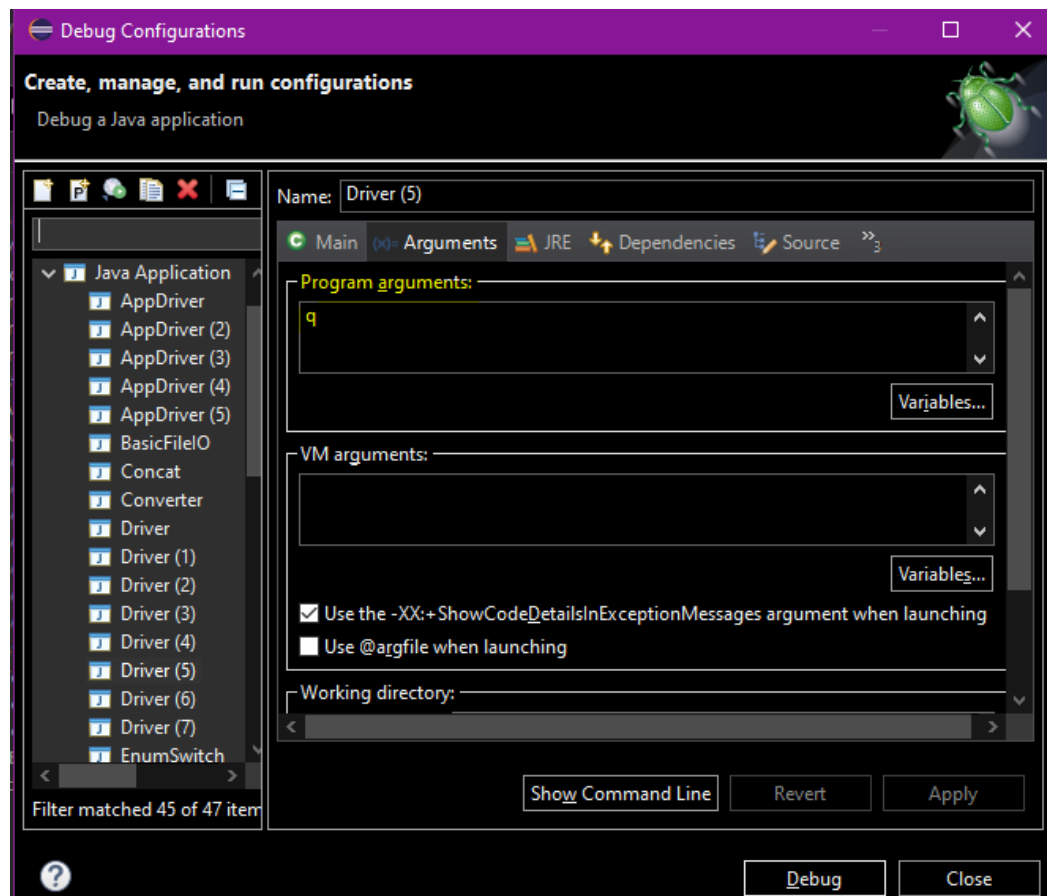
Implement a static method `binarySearch` that takes the sorted list of integer objects provided in the `exercise2` package and an integer target that is prompted from the user when the program first runs, and returns the index of the target in the list if it exists, or -1 if it doesn't. Do NOT use any of the `binarySearch()` method from the Java library!

## Exercise 3

Write a program in Java that sorts an array of integers using **one** of following four different sorting algorithms (Bubble Sort, Insertion Sort, Selection Sort or QuickSort).

- Your program should read the choice of sorting algorithm from the user via command line to choose a sorting algorithm:
  - The valid inputs would be the characters: **b**, **i**, **s** or **q**
  - You can assume that only one single character will be passed into your main method through the command line
    - No error checking is needed for this exercise

You can test this command line in Eclipse using the “Run Configurations” tool under the “Arguments” tab:



- The selected algorithm then sorts the array of integers created in the starting code.
  - Since your program will only have one algorithm implemented, the other 3 will simply do nothing!
- Before and after sorting using any of the sorting algorithms, the program should output the contents of the array in the form of a string.

## Marking Criteria

Criteria	Missing (0 marks)	Needs Improvement (1 mark)	Good (2 marks)	Excellent (3 marks)	Marks
<b>Exercise 1</b>	Not submitted	Significant components are missing	Not all components function as expected	All components are fully functional	<b>/4</b>
<b>Exercise 2</b>	Not submitted	Significant components are missing	Not all components function as expected	All components are fully functional	<b>/3</b>
<b>Exercise 3</b>	Not submitted	Significant components are missing	Not all components function as expected	All components are fully functional	<b>/8</b>
<b>Total</b>					<b>/15</b>